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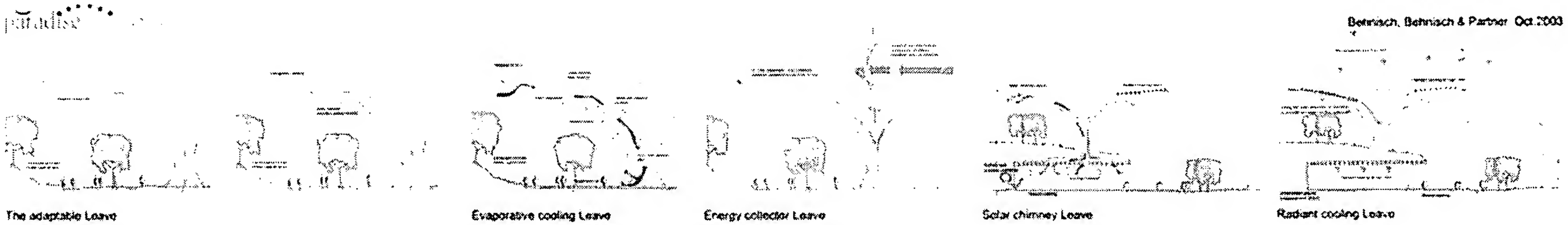
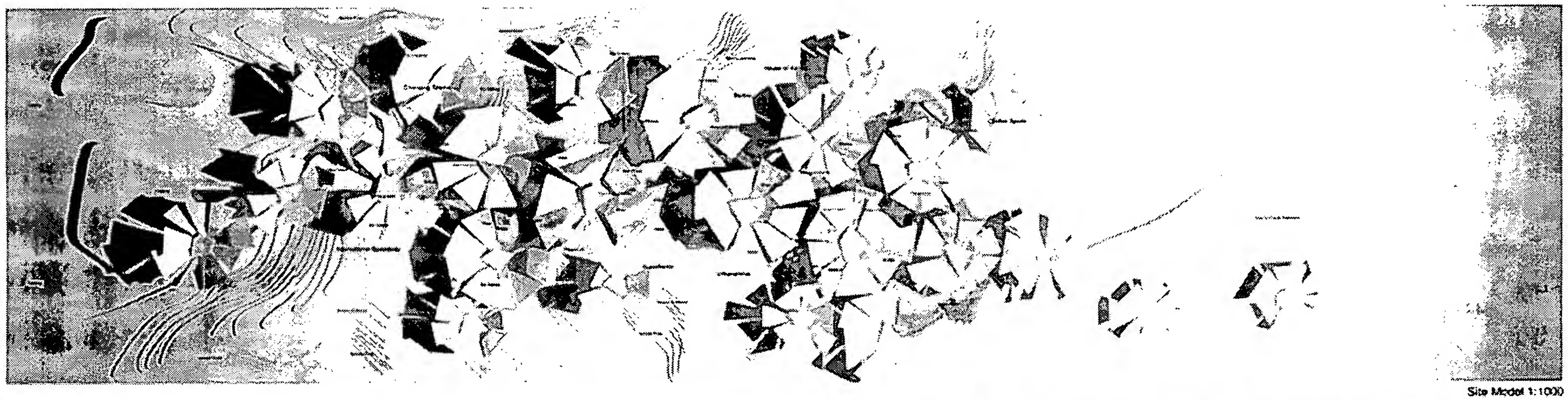
PATENT & TRADEMARK OFFICE
JC139

The Design of the Park



The adaptable Leave | Evaporative cooling Leave | Energy collector Leave | Solar chimney Leave | Radiant cooling Leave



Site Model 1:1000

Site Model 1:1000

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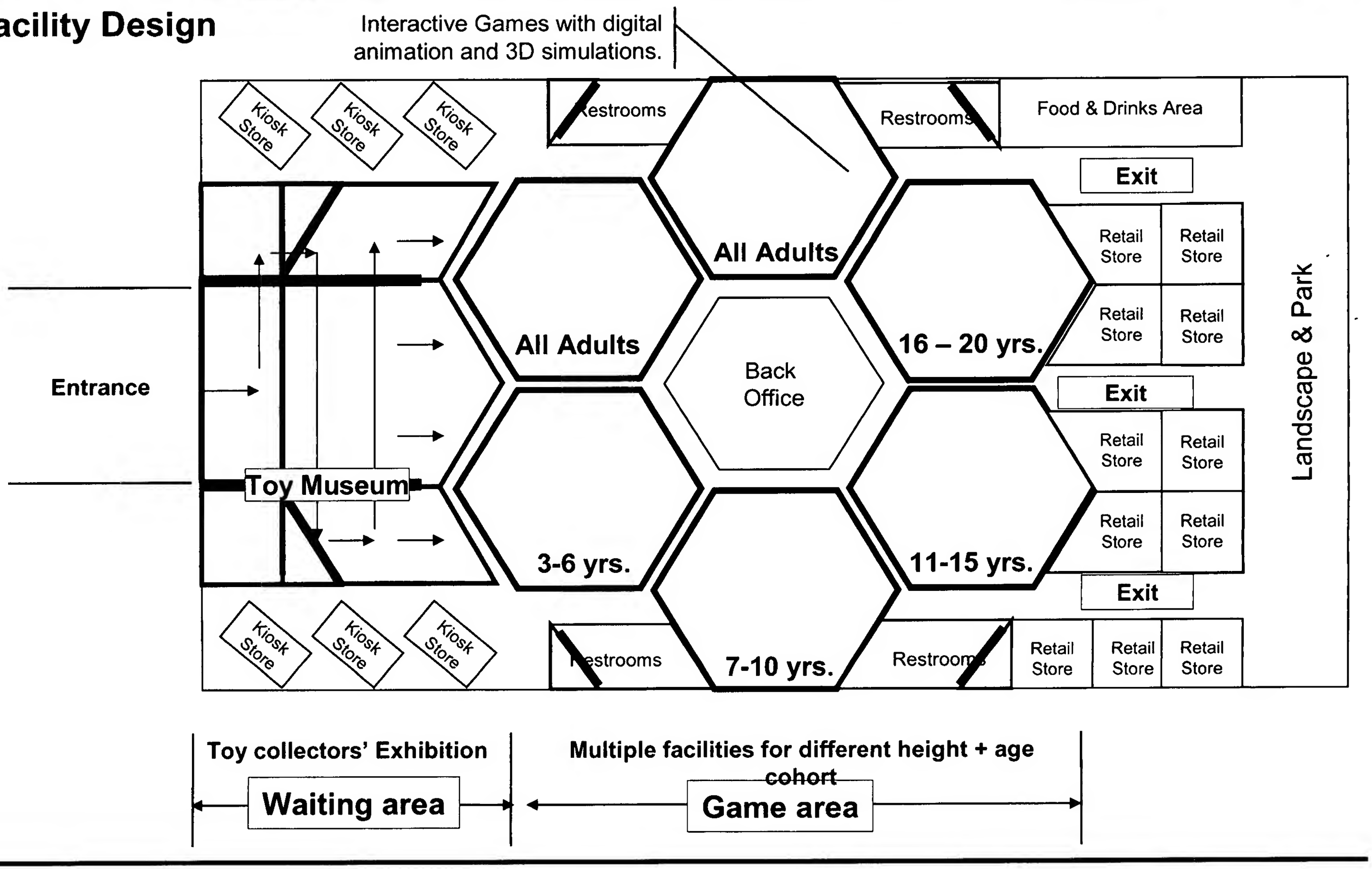
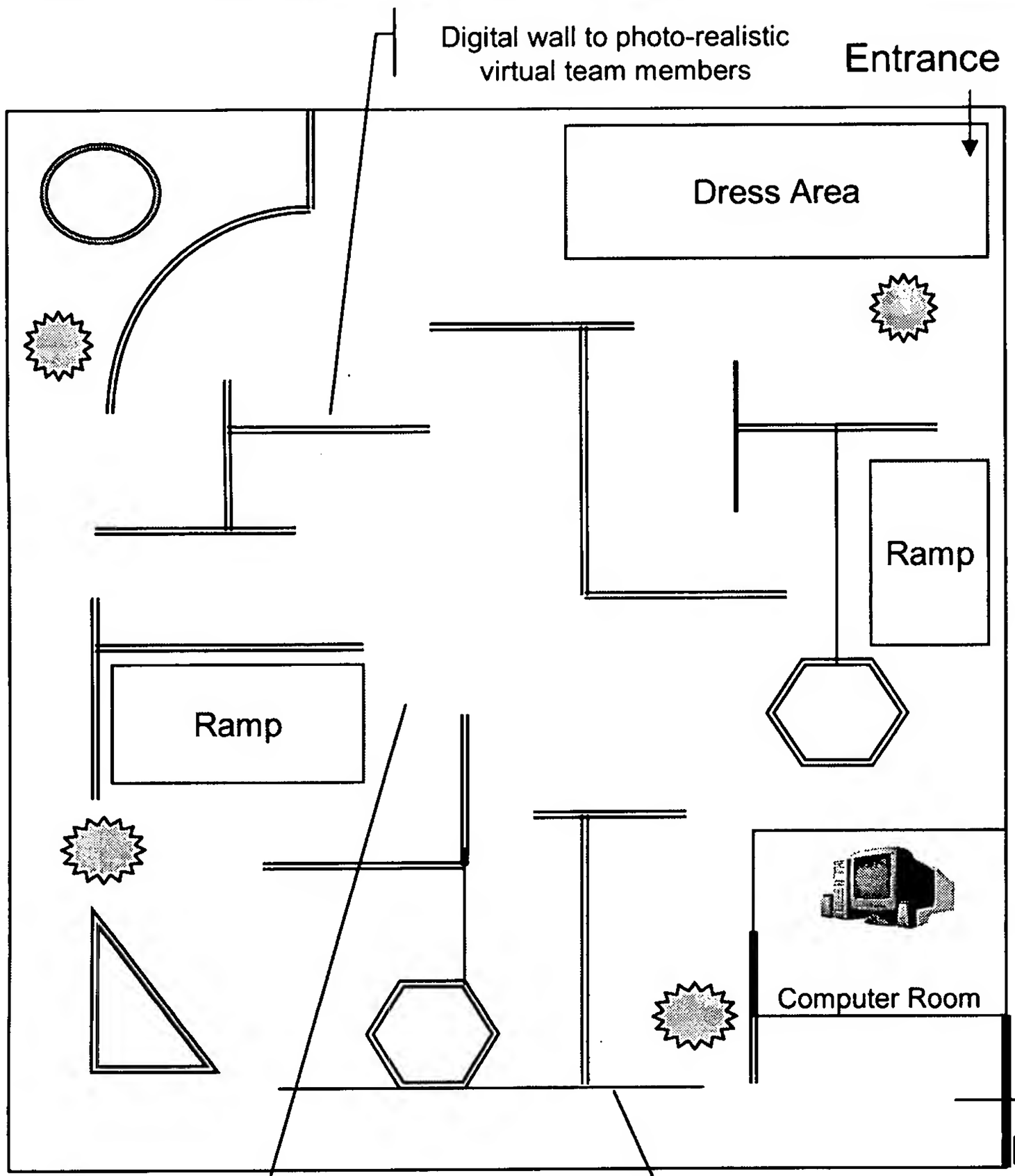
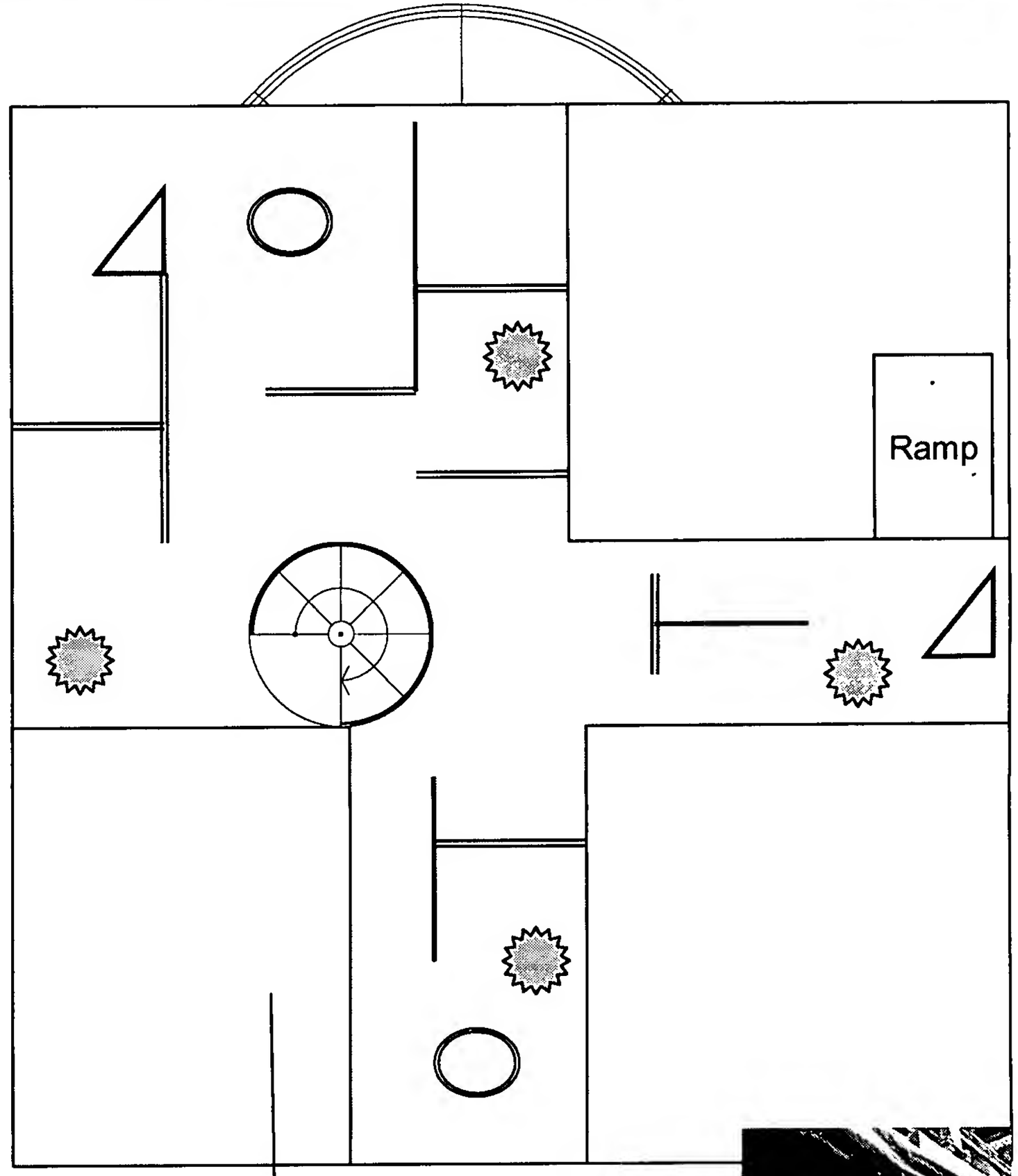
A Facility Design

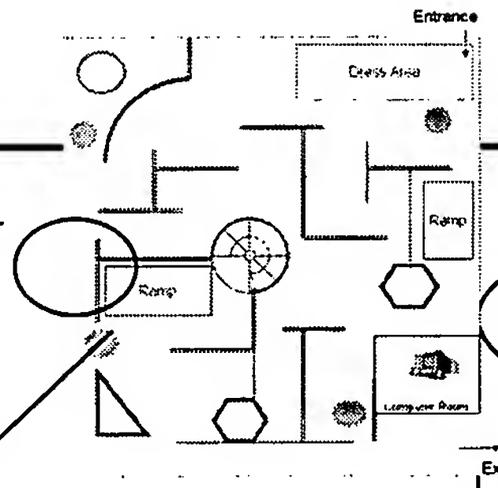


Watchdog Game: Floor Plan Layout

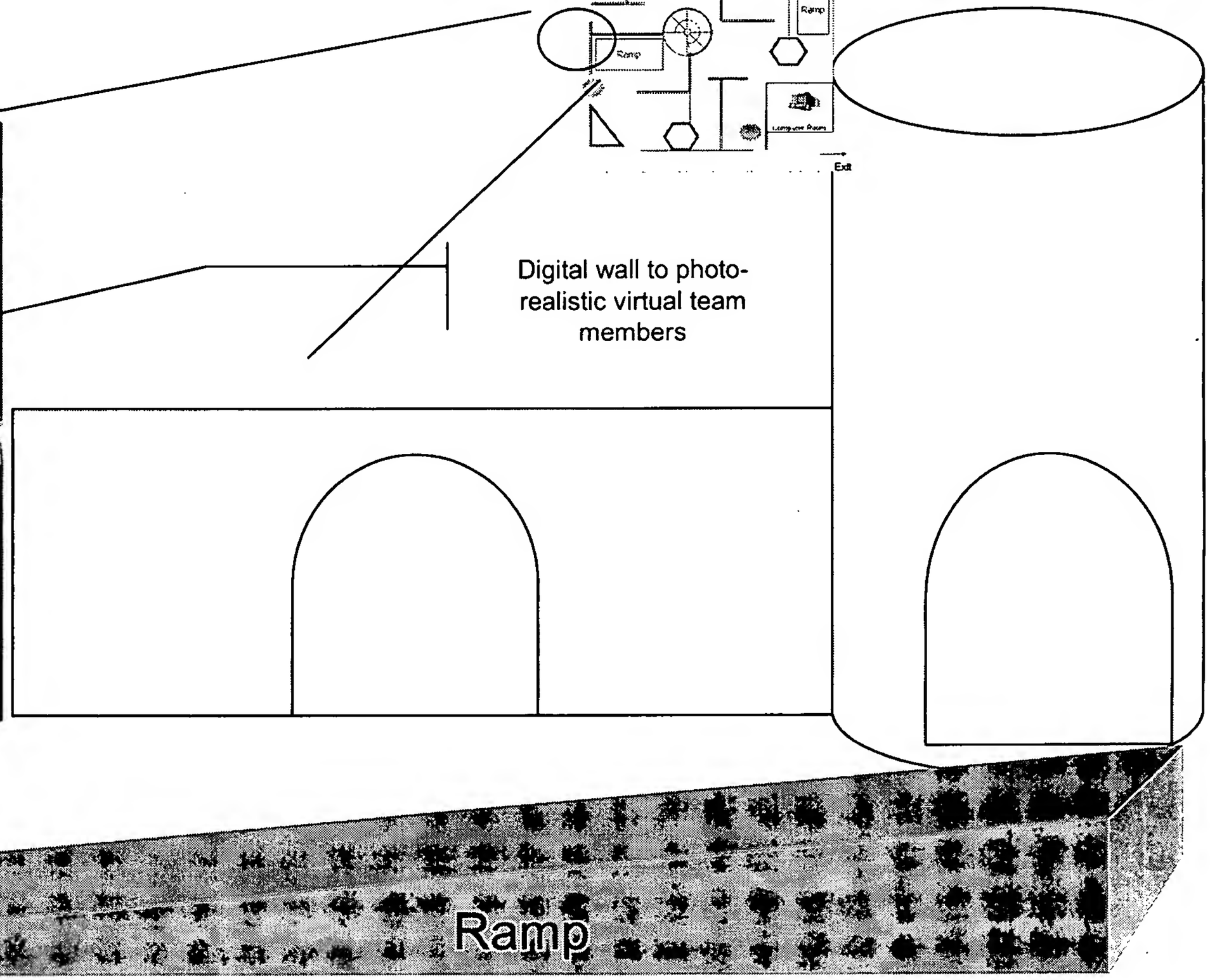




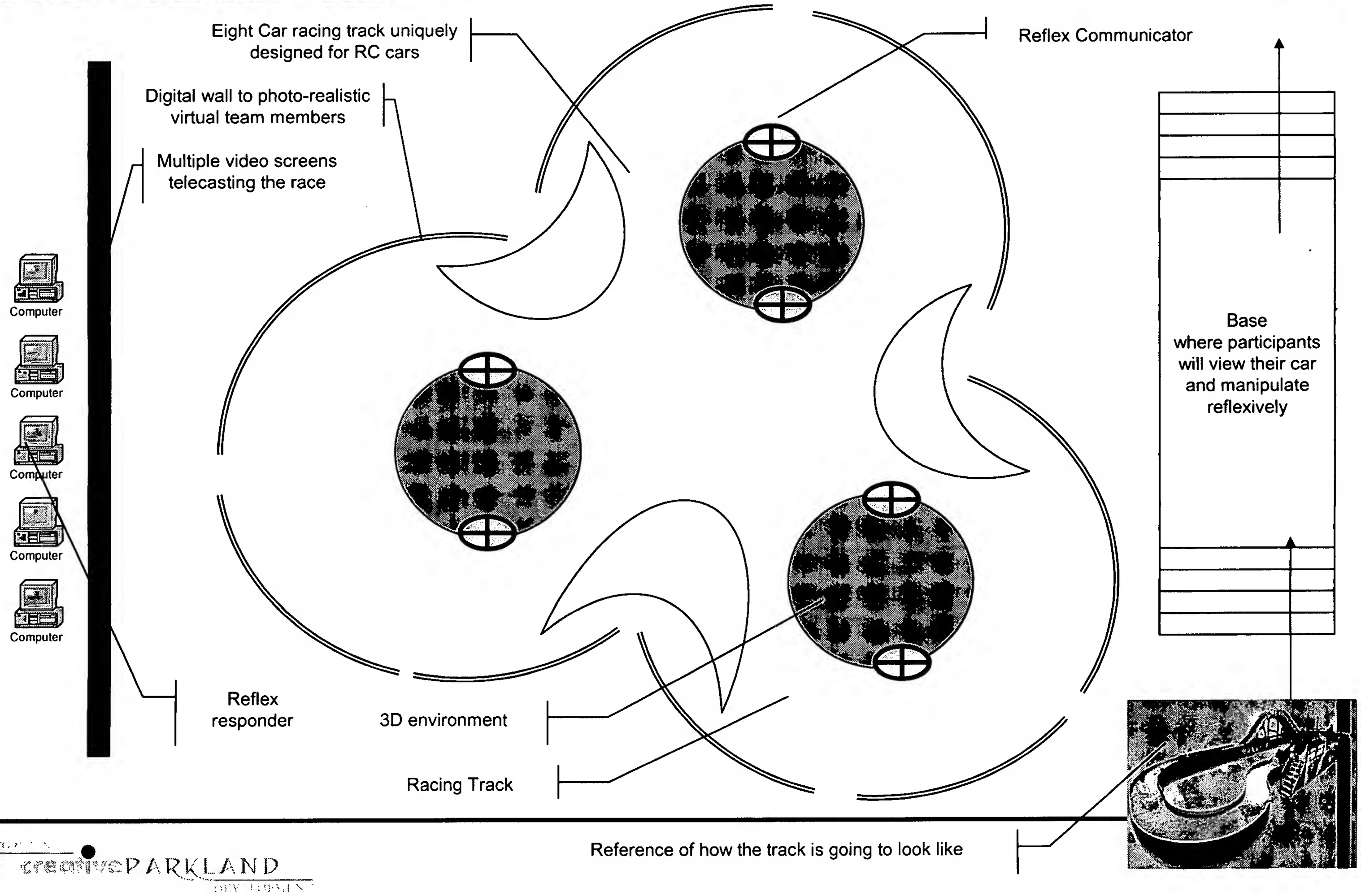
Watchdog Game: Vertical look Layout



Digital wall to photo-realistic virtual team members



Reflexive Car Race Game: Floor Layout



Animation Storyland: Floor layout

Judges give points to various performers

Audience giving rating to various animation programs through remote buttons

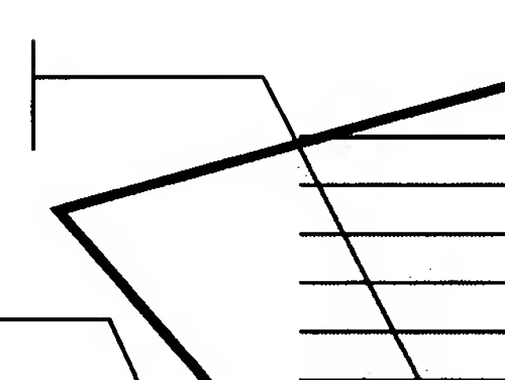
Screen computer displays all the backroom activities

Multi-screen giant video

Animation characters overlooking the creation through this digital wall and narrating stories to the audience

Using Trampoline in the backdrop of any scenario participants performs various actions

Cameras are recording participants behavior and feeding to the screen computer



Start Here

Create Design

Create Animation

Studio Office

Production office

Computer Server

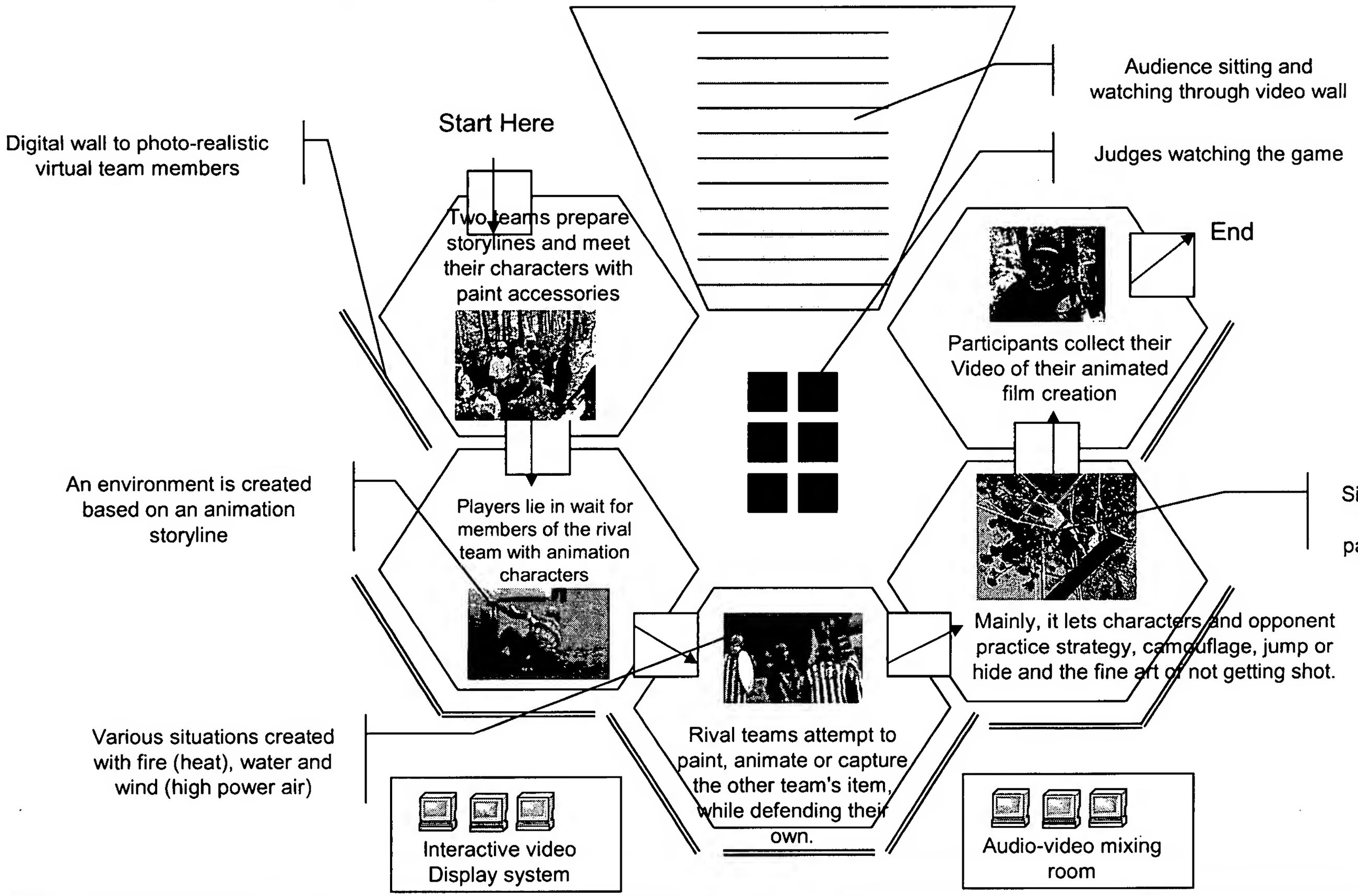
Production office

Computer Server

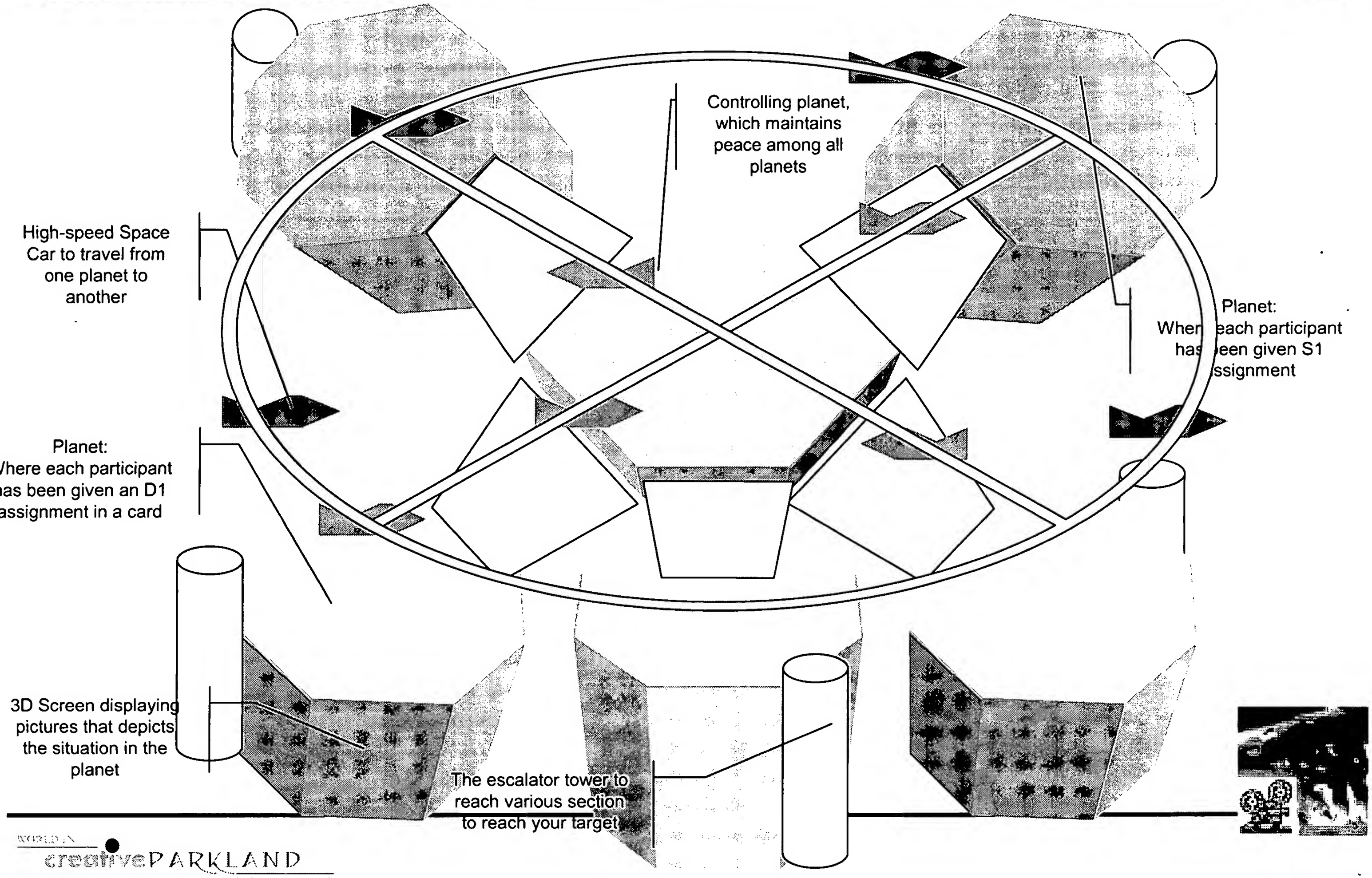
Final DVD production for participants

End

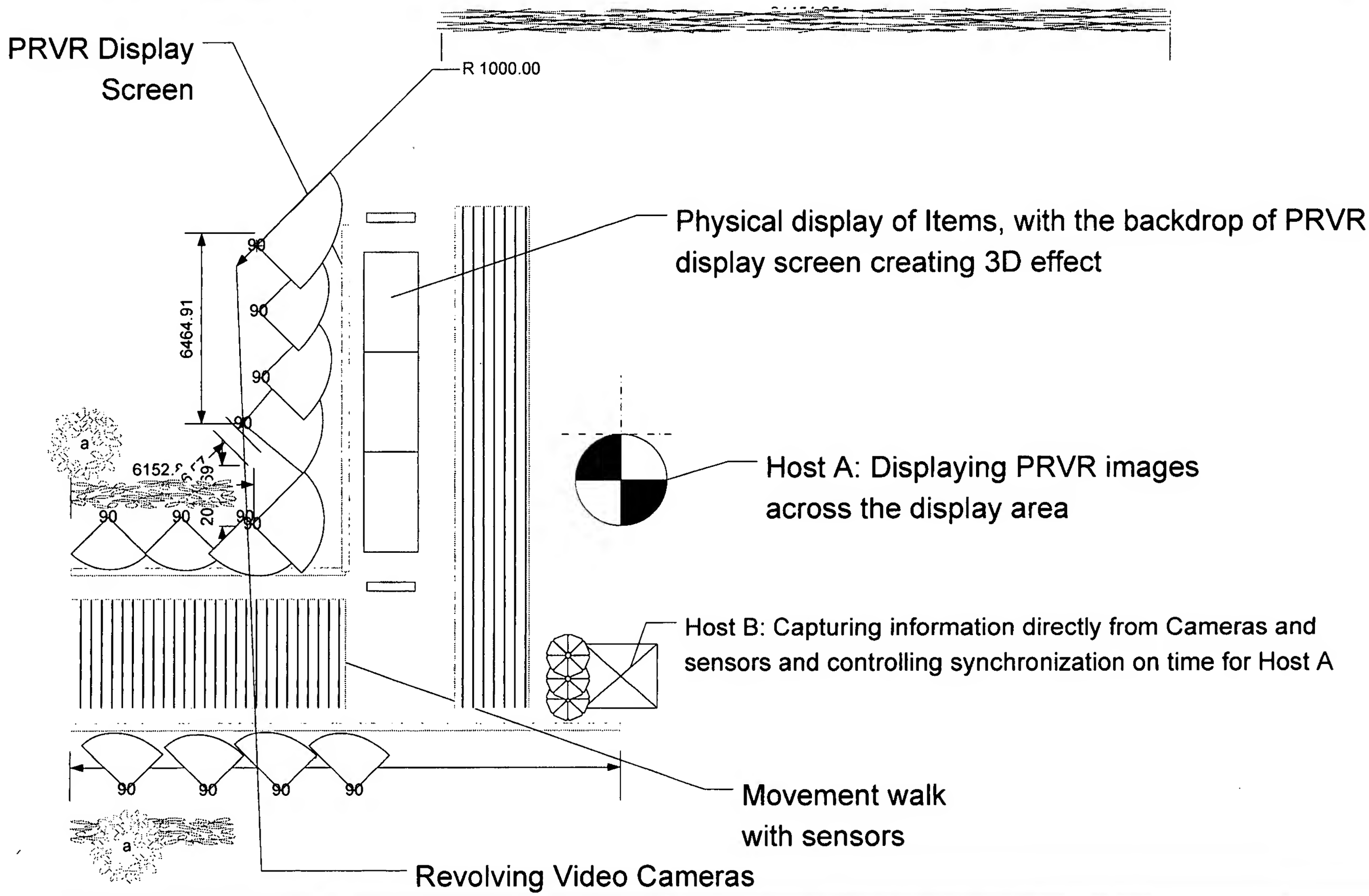
Eomonic Games: Floor plan



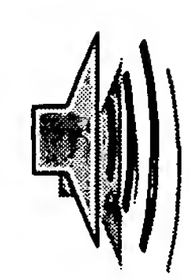
Space Invaders: Air and Floor Plan



Block Diagram How The Physical Structure - By A Plurality of Cameras



Data Flow Diagram for Signal Processing



High powered 3CCD digital video cameras are wirelessly placed in various locations so that the back stage actors can see the participants and their actions

Video Camera

Participants

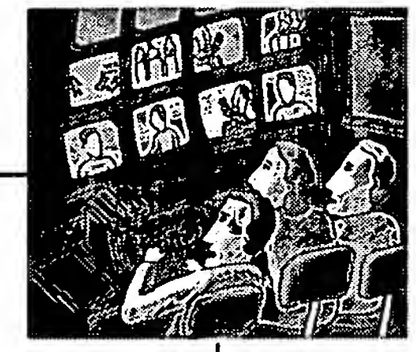
High powered digital audio speakers are wirelessly placed in various locations so that the participants listen to the messages that are targeted to them. In course of time this audio speakers will be places in participants dress

High powered digital audio microphones are wirelessly placed in various participants' dress or props so that they can interact with the system

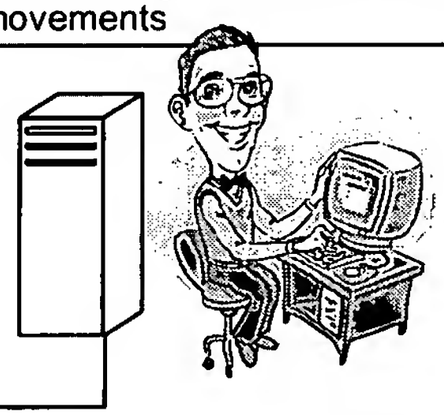
Video screen projecting multiple views of the areas and participants. Participants are talking to the screen as response to stimuli

Video screen

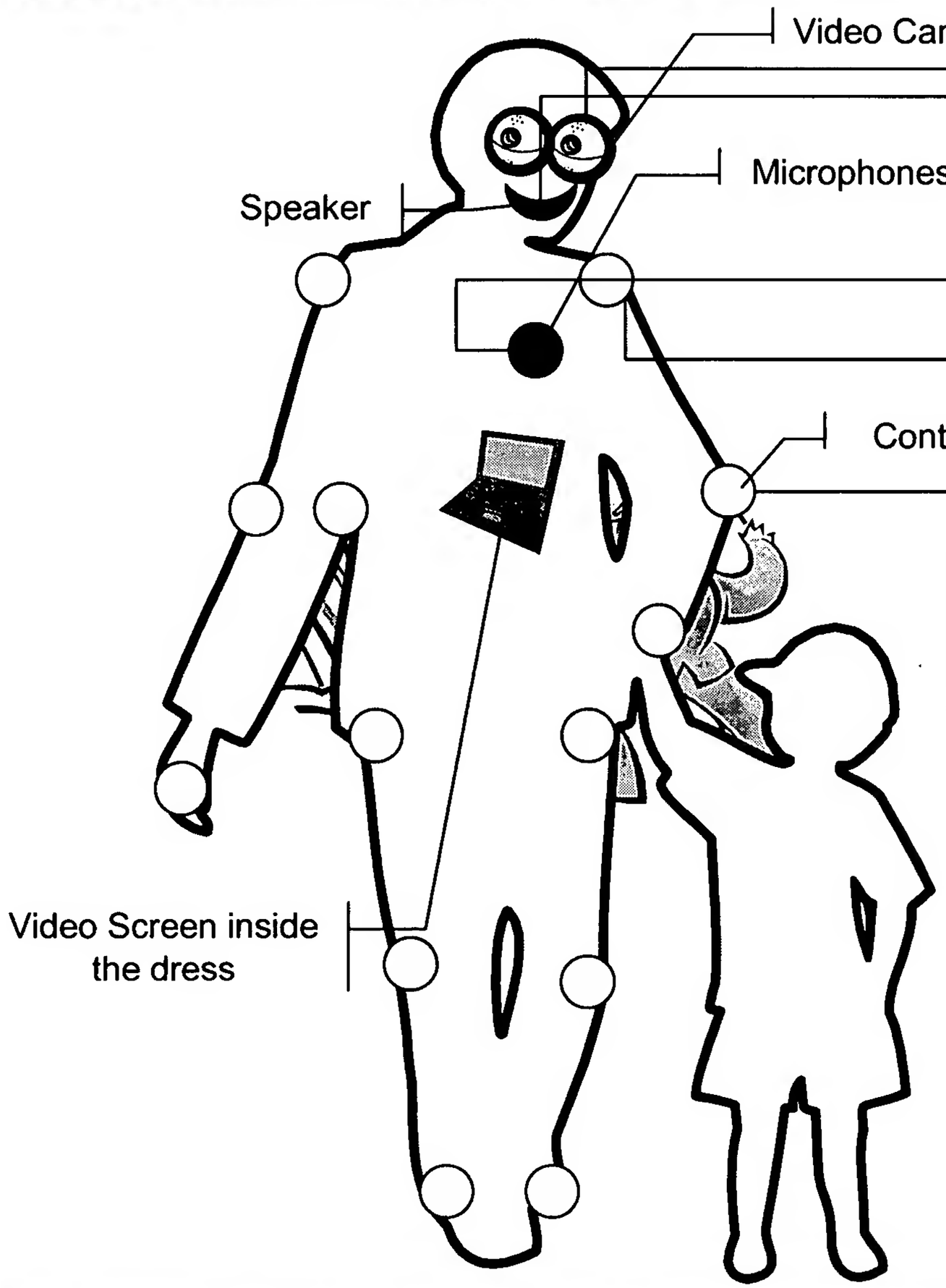
Multiple camera to project multiple view of the area and the participants. The actors at the back stage interact with them to create interactive messages

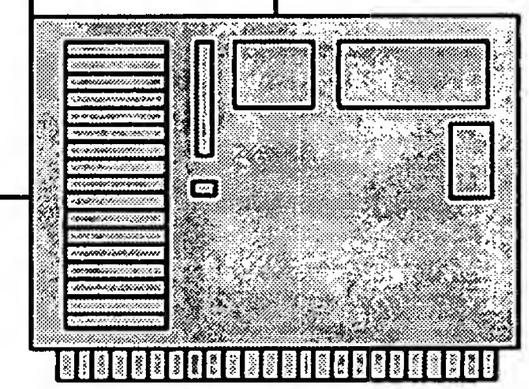


At the back stage, the real actor will provide audio and visual stimuli using a unique computer puppetry machine that uses 10 fingers for various body movements



Physical Body Embodiment



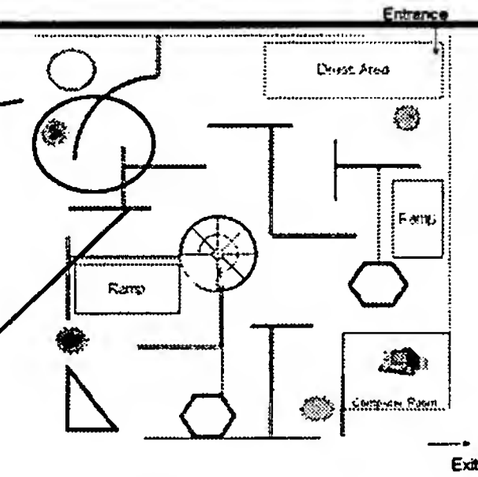


A mannequin or a person inside the dress – physical body is placed with various audio-video Stimulus and Response (SR) items which is placed on a track for steady movement

The data – digital image and audio - received through Physical body is processed through a small color LCD screen placed inside the body. The person inside the dress can see the other person and exert response accordingly

The data – digital image and audio - received through Physical body is also processed in main server to process the data fast and in synchronized manner with other mannequin or dressed person.

Pictorial illustration of a user environment reflected in a graphical environment



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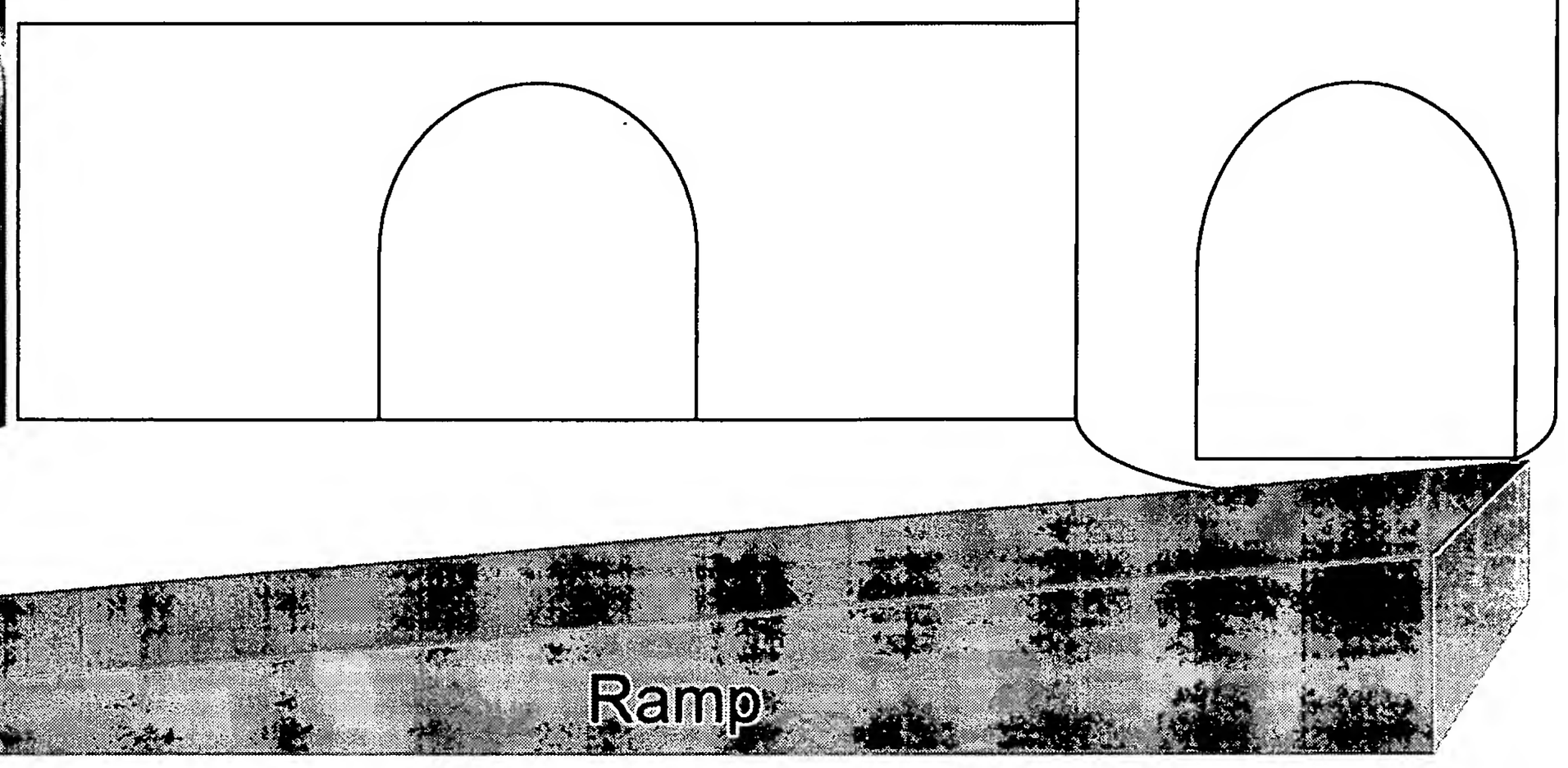
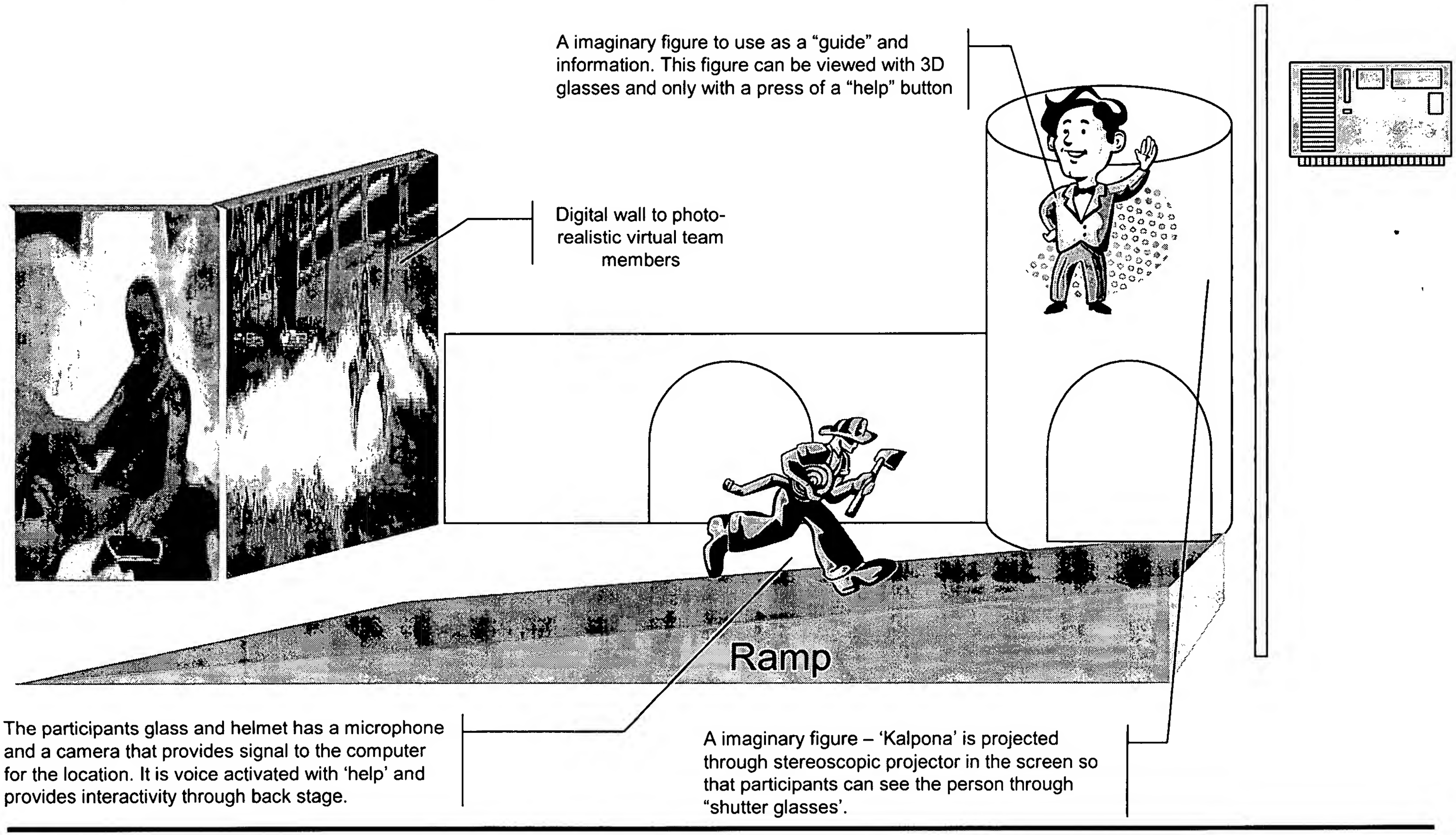


Pictorial illustration of a user environment from a perspective of 'kalpona'



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